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                       Italian medical setting -- The relationship between fluid intelligence
                       and memory and how to measure it with technological tools -- New
                       Digital Technologies for Psychotherapy -- Advances in Technology
                       Enhanced Learning and teaching -- Intersectionality Between Open
                       Educational Resources And Sustainable Development Goals: Future
                       Perspectives -- Italian teachers and TPACK-G: An exploratory study of
                       its relationship with attitudes toward DGBL and digital self-efficacy --
                       Collaborative Creation of Digital Storytelling Using Gamification and its
                       effect on EFL Grammar Learning in Flipped, Blended and Traditional

Classes -- Training teachers to "play seriously" testing a Game Design activity for assessment during a teacher training course -- Bilingualism and second language learning -- Bilingualism and second language learning with the use of social robots a scoping review -- Reading Profile in Deaf Adults -- Advances in Technology Enhanced Learning and teaching -- Comparison of traditional and virtual reality learning in children with ADHD -- Exploratory study of the effect of digital storytelling using Tangible User Interfaces on acquired knowledge about a story in a group of primary school children -- Virtual reality and learning in children with SEN -- Game-Based Assessment: between goals and psychometric rigor.

Sommario/riassunto	This book constitutes the refereed proceedings of Second International Workshop on Psychology, Learning, Technology, PLT 2022, which took place in Foggia, Italy, in November 2022. The 14 full papers were carefully reviewed and selected from 42 submissions. The papers were organized in topical sections as follows: Digital psychology and digital setting; advances in technology enhanced learning and teaching; and bilingualism and second language learning.